import java.awt.\*;

import java.awt.event.\*;

public class ATMSimulationAWT extends Frame implements ActionListener {

private Label welcomeLabel, balanceLabel, amountLabel, messageLabel;

private TextField amountField;

private Button depositButton, withdrawButton, checkBalanceButton, exitButton;

// Account Balance

private double balance = 1000.00;

public ATMSimulationAWT() {

// Frame Settings

setTitle("ATM Simulation System");

setSize(400, 300);

setLayout(new GridLayout(6, 1, 10, 10));

setResizable(false);

setBackground(Color.LIGHT\_GRAY);

// Welcome Label

welcomeLabel = new Label("Welcome to the ATM System", Label.CENTER);

welcomeLabel.setFont(new Font("Arial", Font.BOLD, 16));

add(welcomeLabel);

// Balance Label

balanceLabel = new Label("Balance: $" + balance, Label.CENTER);

add(balanceLabel);

// Amount Input

Panel amountPanel = new Panel();

amountPanel.setLayout(new GridLayout(1, 2, 10, 10));

amountLabel = new Label("Enter Amount:");

amountField = new TextField();

amountPanel.add(amountLabel);

amountPanel.add(amountField);

add(amountPanel);

// Buttons for Deposit, Withdraw, and Check Balance

Panel buttonPanel = new Panel();

buttonPanel.setLayout(new GridLayout(1, 3, 10, 10));

depositButton = new Button("Deposit");

withdrawButton = new Button("Withdraw");

checkBalanceButton = new Button("Check Balance");

buttonPanel.add(depositButton);

buttonPanel.add(withdrawButton);

buttonPanel.add(checkBalanceButton);

add(buttonPanel);

// Exit Button

exitButton = new Button("Exit");

add(exitButton);

// Message Label

messageLabel = new Label("", Label.CENTER);

messageLabel.setForeground(Color.RED);

add(messageLabel);

// Action Listeners

depositButton.addActionListener(this);

withdrawButton.addActionListener(this);

checkBalanceButton.addActionListener(this);

exitButton.addActionListener(this);

// Close Event for Window

addWindowListener(new WindowAdapter() {

public void windowClosing(WindowEvent we) {

System.exit(0);

}

});

// Display Frame

setVisible(true);

}

@Override

public void actionPerformed(ActionEvent e) {

String command = e.getActionCommand();

try {

double amount = amountField.getText().isEmpty() ? 0 : Double.parseDouble(amountField.getText());

switch (command) {

case "Deposit":

if (amount > 0) {

balance += amount;

messageLabel.setText("Successfully deposited $" + amount);

} else {

messageLabel.setText("Enter a valid amount!");

}

break;

case "Withdraw":

if (amount > 0 && amount <= balance) {

balance -= amount;

messageLabel.setText("Successfully withdrew $" + amount);

} else if (amount > balance) {

messageLabel.setText("Insufficient balance!");

} else {

messageLabel.setText("Enter a valid amount!");

}

break;

case "Check Balance":

messageLabel.setText("Current Balance: $" + balance);

break;

case "Exit":

System.exit(0);

break;

default:

messageLabel.setText("Invalid Action!");

}

balanceLabel.setText("Balance: $" + balance);

amountField.setText("");

} catch (NumberFormatException ex) {

messageLabel.setText("Enter a valid numeric amount!");

}

}

public static void main(String[] args) {

new ATMSimulationAWT();

}

}